Gothic
TEEN
T
CONTENT RATED BY
ESRB

NECROMANCER

I summon the shadows of the night

I command the powers of darkness; creatures born of magic

Fight at my bidding, soulless beings kill when I desire.

Freedom is merely a sentiment

Whereas will-power means true strength.

Are you still eager to face these creatures?

And play their game of life and death?

Just for the sake of freedom?

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SYSTEM REQUIREMENTS AND INSTALLING

- Computer System requirements:
- Pentium II 400 MHZ
- 128 MB RAM
- 3D Video Card with 16 MB memory
- Windows 98 / 2000 / ME / XP
- Keyboard
- 4 x CD-ROM
- 700 MB free memory
- DirectX 7 or higher
- DirectX compatible Sound Card

HOW TO INSTALL GOTHIC

Place the GOTHIC CD in your CD-ROM.

If your computer has an “Auto-play” function, the installation screen will appear. Click “install GOTHIC” from the shown list and follow the instructions on your screen. When GOTHIC has been installed you will see the GOTHIC link on the start screen.

If your computer does not have an “Auto-play” function, open the “My Computer” folder, using the icon on your desktop and select the CD-ROM. Double click the “setup” icon and then follow the procedure as described above.

HOW TO INSTALL DIRECTX

Make sure you have the GOTHIC CD in your CD-ROM. When you begin the installation, GOTHIC will automatically confirm whether DirectX is already installed and will inform you to reinstall or update when necessary.

HOW TO START THE GAME

When GOTHIC has been installed, make sure the GOTHIC CD is in your CD-ROM. If “Auto-play” is active you will see the GOTHIC main screen as soon as you put the CD in. If “Auto-play” is inactive you can start the game using START-PROGRAMMS-PIRAHNA_BYTES-GOTHIC.

THE MAIN SCREEN

New game: Starts a brand new game of GOTHIC.

Load game: Loads a previously saved game, you will find all saved games listed here.

Save game: If you've just started GOTHIC for the first time you will not be able to select this option. It will be activated during the game. Save your game regularly, you never know what's around the corner.

Continue: Returns you to your present game of GOTHIC.

Settings:You can adjust the slide controls using the left and right arrows on your keyboard.

View Intro:Select this or start a new game to see the opening video again.

Credits:Behind the scenes of GOTHIC.

Leave GOTHIC: Returns you to Windows. (The present game will not be saved automatically).

SETTINGS

Graphic Card: Here you can select which of your Graphic Cards should be used for GOTHIC. You must restart the game to activate your choice.

Resolution:If your computer is somewhat slow you can reduce the resolution in this screen to help. The changed settings will first be activated when you select the next item.

Brightness / contrast / gamma: Adjust these to fit your needs.

Keyboard: Press ESC to leave this screen. Select the key you wish to change using the arrow keys and enter. Then press the key you want to change it to.

Forwards / backwards / left / right: Forwards, backwards, left and right – what else?

Action (interaction): Use this key to pick things up, speak to people, open doors, climb ladders and more. In combat mode it is used together with the arrow keys to attack an enemy.

Running: With this key you can change between walking and running. If you are on the edge of a cliff change to walk and you won't fall off.

Jumping / sidestep: In combat mode you can use this to side-step around your enemy while still facing him. You can climb up onto ledges that are not too high. (Objects must be steep enough for your character to jump up).

Weapons (combat mode): Change to combat mode with this key. If you have not equipped a weapon you will fight with your fists. The last weapon or spell that was equipped will be used automatically. By using the arrow keys in combat mode you are able to toggle between the equipped weapons or spells. The short-cut keys for equipped weapons are 1 for close-combat and 2 for long-range. You can use the numbers 4 – 9 for spells whereas 3 is the last used spell and ^ is for fists.

Sneak mode: This will be first activated when you have learnt this skill. Use this key to switch the mode on or off.

Look around: Use the Num-pad 0 to look around with the arrow keys.

At the start of the game don't try to be adventurous.

You're just not good enough yet to start fights with most of the creatures you will come across. It's a good idea to head for the Old Camp to get a feel for the game and the controls.

The monsters will still be there when you get back. And maybe you'll have gained some more experience by then!

If you meet people along the way speak to them. Try not to equip your weapon unless it is absolutely necessary. It is always taken seriously.

DEATH

If you die you can load a saved game from the list. Watch the red bar on the left of your screen when this is empty you're dead.

UNCONSCIOUSNESS

You will find out during the game that you will run into a lot of problems if you go around killing people. Beat 'em up good and rob 'em and leave it at that they'll have learnt their lesson. If you loose a fight with another person they will leave you unconscious - as long as he's not your sworn enemy then he'll prefer to see you dead, as I'm sure you would feel the same way about him.

If your enemy is lying unconscious in front of you and you have him in focus, press space to exit combat mode and look through his pockets with the CRTL and arrow keys.

SCREEN

The enemy you are focused on has an energy bar shown above his name. You can change the focused enemy by turning or by using CTRL and the left and right arrow keys.

Your energy bar is shown on the left and mana will be shown on the right as soon as you have activated a spell.

If you dive you will see an oxygen bar to the right of your energy bar. First the air will used and then your energy if both of these are used up you will drown.

INVENTORY AND EQUIPMENT

To equip, wear or use these items press CTRL and up.

To drop, press CTRL and down.

All items you pick up are sorted into the following 8 different categories:

WEAPONS (SHORT AND LONG-RANGE)

- You will find enough of these - 130 different types to be exact. To be able to use close-combat weapons you need a certain amount of strength, which is shown in the description in your inventory.
- For long-range weapons you need dexterity.
- The most powerful weapon will always be shown first in your inventory.

ARMOR

- Although you are bound to find a better suit of armor later you should put on the one you have for the moment – every little helps. The best suit is always shown first in your inventory.
- Put it on using CTRL and up.

MAGIC

- Magical documents and runes are kept here. Equip them using the same keys as for the weapons. You can also use their hot-keys, which are 4-9.

ARTIFACTS

- There are magical rings and talismans to be found in Gothic. If you wear them they will enhance your skills or talents. Try and find the right combination as you can only wear one talisman and two rings.

FOOD

- Some revive your energy, some your mana. Just pick up everything and read the description in your inventory to decide which you need.

POTIONS

- This is where you will find all types of potions: energy and mana can be replenished with these (greater effect than food). You will also find special potions along the way that can be of permanent use.

DOCUMENTS (BOOKS, MAPS, SCROLLS)

- All the written items are stored here. Some books are very helpful in destroying enemies, others have background information to help you in other areas.

MISCELLANEOUS

- Ore, Keys, torches and all sorts of stuff to trade with are stored here.

KEYS

- You can open doors and chests either with the correct key or by picking the lock. Those who have not learnt the skill will need a lot of picks, however, they will break as soon as they are turned the wrong way.

TORCHES

- Use with CTRL up. Drop with space.

TRADING

- If you meet people who you can trade with there will be an option in their dialogue to “show me your wares”. When you choose this you will see your inventory on the right and his on the left.
- Move between and in the inventories using the arrow keys.
- In the middle of the screen you will see the actual items you choose to trade with. To move an object into or out of the “Selling” place use the CTRL and arrow left / right keys. Above the inventories is the cost of the items in the selling place. You will notice that the amount changes. Simply match your amount with his and press return.

MAGIC

To be able to use magic you will need mana. This is the energy mages receive

from the gods they pray to. There are various circles of magic; the first is the easiest kind of magic and needs a minimum amount of mana, the sixth is the hardest and needs more mana.

There are two different ways to cast a spell; scrolls and runes. Scrolls can only be used once and runes can be used as long as you need them, you must have enough mana and the appropriate circle. Some spells can be strengthened by investing more mana than is actually needed.

Spell Hot-keys are 4-9.

THE MAGES

..OF FIRE:

Can be found in the Old Camp. It seems they have no authority at all in the Camp, but they do have relatively powerful ranks. The Fire Mages have the use of all types of fire spells of the circle he has been taught.

..OF WATER:

On the other side are the Mages of the circle of water, who have joined forces with the New Camp. They are obviously working on escape plans and have therefore a dominant position.

The Water Mages have the use of all kinds of water and chill spells.

BROTHERHOOD:

The sect believes in a supposed God they name “The Sleeper”.

It is as yet unknown how they have access to their mana without praying to the regular Gods. They do, however have the use of powerful spells, which affect the victim’s state of mind .

MAGIC

CIRCLE OF FIRE:

Burning arrow: Long-range weapon. Hits only one opponent, and does minimal damage.

Fireball: Long-range weapon. Hits only one opponent and does the amount in damage invested in mana.

Storm of Fire: Can be focused on one opponent, as soon as it hits, the spell sends sparks into any others in the area.

Fire-rain: A column of fire shoots into the sky and sends a rain of sparks to the ground beneath. Be careful with this one – make sure you’re not in the way!

CIRCLE OF WATER:

Frozen arrow: Hits only one opponent and does minimal damage.

Ball Lightning: Hits only one opponent and does as much damage as mana invested.

Lightning: The more mana you invest to cast this spell the more enemies it will hit. It does a fair amount of damage depending how much mana is used. Be careful – if the bolt cannot find a victim it will bounce back on you!

Ice-block: Freezes one opponent for a while and does minimal damage.

Freeze-wave: This spell freezes all opponents in its path and does a fair amount of damage. Don't get in its way!

BROTHERHOOD:

Friend: The victim of this spell will see you as his friend - for a while at least.

Fear: The victim of this spell will flee in terror.

Sleep: ZZZZzzzzzzz

Berserk: The victim of this spell attacks everything around him whether friend or foe, human or animal and he'll do it for as long as he's still alive or until the spell wears off.

Control: The victim is controlled, up to a certain distance, by the spell caster. All movement is controllable. If the victim dies, or you press enter, the mage returns automatically into his own body.

Gust of wind: This is one of the two attacking spells of the brotherhood. The opponent is thrown backwards and suffers minimal damage.

Storm: The same as Gust of wind only more than one victim is hit.

GENERAL SPELLS:

Healing: Heals user's damage.

Shrink monster: Does just that. The creature also becomes weaker, slower and less protected.

Telekinesis: With this spell you are able to reach things from a distance. Grab hold and put it on the ground somewhere.

Transform: Use these spells to change into a number of Gothic's creatures. All skills are transferred. Press enter to return to your normal character.

Teleport: There are teleport spells in the world of Gothic. They allow you to travel between two points in an instant.

Pyrokinesis: This spells keeps a firm grip on the victim and burns it. The damage it does depends on the mana invested.

Destroy undead: There is not much information on this spell as the undead were always thought to be a myth. It is supposed, however, that this spell can destroy all kinds of undead creatures.

OTHER:

It is rumored that there are more undiscovered magical spells but as to there whereabouts or their origin – who knows?

EXPERIENCE POINTS

When you kill opponents, or creatures and when you end a mission successfully you will receive experience points.

When you've gathered enough of these points you are able to move up a level, which gives you more energy and learning points. These learning points can be spent learning a skill with a trainer, or they can be used to increase your strength, mana or dexterity with someone who offers.

Press 's' for the status screen.

RULES

Every Camp has its own rules and regulations but there are a few general points you should go by:

The inhabitants of the camps have a daily routine and most of them sleep at night. If you need to talk to someone before you do anything else but he's asleep he won't let you disturb him, just find a free hut and skip a while in the morning he'll be doing his usual everyday stuff and you will also have full energy.

Almost no-one in the Camps like to be disturbed in their huts, if you want to speak to someone, call him from the doorway, he'll respond much friendlier. Keep out of people's belongings if you can't sneak, they'll almost always have something against it.

If you equip your weapon it is always taken seriously, just friends will tolerate this action as long as you don't attack them, if you really want to fight. Only equip your weapon if you really want to fight.

SKILLS AND TALENTS

SKILLS:

Strength: The stronger you are the better the weapon you are able to use and the more damage you will do with it.

Dexterity: Better long-range weapons and aiming when you increase this skill.

Mana: More mana = more spells before you have to regenerate.

TALENTS:

One–handed weapons: These are swords, axes, clubs, hammers etc. Only beginners use two hands for some of these.

There are 2 levels of skill for these weapons. Without learning this talent you will be able to swing the weapon back and forth but you will be unable to perform combination attacks.

Skill level 1 will increase all these and level 2 will maximize the talent.

Two-handed weapons: These are heavier and larger than other weapons and you will need a great deal more strength to hold them, but they do far more damage than one-handed weapons. The talent levels are as above.

Bow / crossbow: To use long-range weapons a certain amount of dexterity is needed. The more you have, the better the weapon you are able to use. To use crossbows you will need more dexterity as for normal bows but these do more damage. Here there are also two skill levels, as above, your aiming will be better and the time it takes you to re-load will be decreased.

Opening locks: You can try to open anything with a lock on it with a lock-pick. You have to press the left or right arrow keys for as long as it takes to find the combination. E.g: Left, right, right, left.

If you turn the pick in the wrong direction (this can be heard) you will have to start over again. If you have learnt this skill you will find the lock-picks won't break by every mistake.

Some locks can only be opened with the right key.

Pick-pocketing: You must be able to sneak to try this skill. If someone is stood near you switch to sneak-mode and sneak towards him, by pressing CTRL and up when he is in focus you can pick his pockets, it shouldn't be too hard if you have learnt the skill, unless of course he tries to move away.

Sneaking: This skill is used by pressing the 'a' key. You can sneak into huts and up to people as long as you're not seen.

Acrobatics: This skill makes it possible for you to jump further and fall further without getting hurt.

Circles of magic: To be able to use the runes of a certain circle you will have to learn the appropriate level. Scrolls can be used without a talent.

TIPS FOR FIGHTING:

As soon as you have learnt a weapons skill you will be able to use a combination attack. Your teacher will have given you a few guide lines also. Press the CTRL and up keys to swing your weapon, if you do it at the right moment – after each swing, you will have a more effective attack as before. Try it out without an opponent - it looks good too.

You can equip your weapon while running too, but you are only able to attack head on and you must time it right. The disadvantage of this attack is that you can't change the direction of your hit. Still, it may be worth a try to catch your victim unaware. This form of attack works only with one-handed weapons, two-handed weapons are too heavy.

Long-range combat: As soon as you have an aim on your opponent

(CTRL) you will keep facing him until he is out of range, or until you stop aiming. When you fire (CTRL and up) it all depends on your skill with the chosen weapon, your dexterity and the distance to your target whether you hit or not.

To change your target you can press CTRL and the left or right arrows, the target is then the one in focus.

CONTROLS

MOVEMENT AND COMBAT MODES:

Change mode:	Space
Hotkeys – weapon:	1 = close-combat, 2 = long-range
Hotkeys – spells:	4 - 0, 3 is last used spell
Moving:	arrow keys
Side step:	left = DEL, right = PGDOWN
Main screen and back:	ESC

ONLY IN MOVEMENT MODE:

Pick up object:	CTRL + arrow up
Speak:	CTRL + arrow up
Choose dialogue:	arrow up / down and ENTER
Open door / chest:	CTRL + arrow up
Leave inventory + close chest:	ESC
Inventory:	TAB

ONLY IN COMBAT MODE:

CLOSE COMBAT:

Attack:	CTRL + arrow up / left / right
Defend:	CTRL + arrow down
Change target:	arrow left / right

LONG-RANGE:

Shoot:	CTRL + arrow up
Change target:	CTRL + arrow left / right

CASTING SPELLS:

Cast:	CTRL + arrow up
Change target:	arrow left / right

WHO'S WHO:

OLD CAMP:

Ore Baron: They are the authority in the Old Camp and have fought long and hard for this position.

Mages of fire: They have the use of fire spells and can be found in the Old Camp. Your letter is for them.

Gardist: These are the soldiers in the Old Camp. The ranks between them are very strict.

Shadows: These are thieves, and are absolutely loyal to the Old Camp.

Gate guard: They guard the gates against intruders of all kinds, be it in the Old or New Camps.

Bridge guard: They belong to the Old Camp and protect the Old Camp against creatures from the forest.

Digger: They work in the Old Camp's mines digging Ore to trade with.

NEW CAMP:

Mages of water: The mages in the New Camp.

Mercenary: They fight for the New Camp.

Bandit: The thieves in the New Camp. You can find them everywhere within the barrier.

Burrower: They work in the mines for the New Camp collecting Ore for the escape plan.

Farmer: They can be found outside the Camp. They sow and reep the rice for the inhabitants.

BROTHERHOOD:

Guru: They are the spiritual leaders of the Swamp Camp and are dutifully trying to contact the 'sleeper'.

Novice: They can be found in the temple and are responsible for the prayers and daily routines.

Templer: They are the soldiers of this Camp and have magical powers.

BEASTS:

Here are some of the creatures you will meet within the barrier.

Fleischwanze: These creatures are harmless vermin. Prepared correctly some believe them to be edible and even tasty ?!?

Scavenger: They are large bird like creatures, that don't or won't fly. Their meat is edible and rich. They can kill even a large man if he is daft enough to let them.

Molerat: Large fat bald rats. They are pretty cowardly unless they are in a group or are disturbed while eating something particularly good.

Goblin: Also called Gobbos, are crafty little creatures with more intelligence than it seems. They can be found wandering around between the Camps looking for food. A fight is always welcome where they are concerned as long as they think they can win, if not they would rather run away. They'll use one-handed weapons if they can find them and they like to attack in groups. If they do you should be prepared – they are very vicious. It is rumored that apart from the green goblins there are also stronger, craftier, black goblins somewhere within the barrier.

Bloodfly: They are to be found near water and swamps. They are fast and there are almost always more than one. Watch their sting – it kills.

Wolf: Always in a pack, mostly nights. Think twice about walking in the woods in moonlight.

Warane: Rather passive lizards mostly found in a sunny spot. They are said to be carrion – eaters, but apparently won't let a piece of fresh meat get away too quickly either. Rumors say that Feuerwarane are a mages' mishap. Apparently a certain mage cast a transformation spell while trying to raise some beast from the underworld. The obvious vileness of these creatures and their fiery breath suggest as much.

Minecrawler: These are massive insects that live in the mines under the colony. There are workers and soldiers among their ranks. Somewhere deep below the ground there is said to be a nest, which is a logical conclusion due to the masses of them in the mines. Many miners have been found, rather have been missed, as there has never been enough left behind to identify. Minecrawlers can also see extremely well in the dark. If you happen to find yourself alone, in a dim tunnel with nothing but a pick-axe and a nearly burnt out torch either run as fast as you can or pray that the guards are near.

Lurker: These slimy lizards are swift swimmers, on land they are only moderately slower. Their favorite prey are gobos but human meat is not unwelcome.

Skeleton: They fight with a variety of close-combat weapons and are particularly dangerous as arrows go right through them without doing any damage. Mages are said to be found in this form also.

STORY

Myrtana...

In these times the Gods looked upon Myrtana with a kind heart and blessed all the land with peace, lavish crops and an abundance of Copper, bronze and Ore. Myrtana thrived in this blissful age until others received word of their fortune.....

The Orks made war upon the land of Myrtana.

Endless raids and battles devastated the land throughout the next years and as Myrtana's armies grew smaller and weaker, the Orks moved on, in greedy destruction. Eventually no longer able to watch the mindless losses to his people, King Rhotbar chose to take desperate measures.....

THE BARRIER...

In order to save his most precious mine in Khorinis, where his people gathered magical Ore and forged them into the strongest weapons in the land, King Rhotbar called together 12 of the most talented Mages of Myrtana.....

The bright winter sky grew gray and dark as thick black clouds obscured the sun. Lightning flashed across the sky darting through a whirlwind of energy as

the mages cast the spell using the foci.A blue-hazed sheet drove across the mine, passing the boundaries of will enclosing even the Mages within its walls.

And so it came to pass that fleeing from greed itself brought greed and thus tribulations upon King Rhotbar. And he was forced to make deals with the prisoners to get at his Ore. Throwing letters through the Barrier was the only way the outside world was able to contact people within the colony.

Those prisoners who had always been the toughest among the miners, saw their chance and agreed to send all the ore they could to the King in exchange for goods from the outside world. Their leader was Gomez. They took over the old castle, killed the guards there and so they created the old camp.

The other prisoners, rebelled against doing anything for the King or Gomez and traveled to another mine area: the free mine, and built there, their own camp: the new camp. Their leader was Lares and they lived from hunting, stealing and farming rice.

Among the prisoners in the old camp were some who talked of visions and strange dreams. They felt themselves misunderstood and different from the rest of the camp. So their leader Y'Berion took them on a journey to find a place where they could dwell amongst themselves. Without explanation he chose a swamp area and so created there a sect named the Brotherhood. The sect members also found that the strange plants that grew there in abundance increased their visions and that some had access to magical powers. They were able to sell these plants and magical scrolls to the rest of the colony and so traded to make a living.

Of the 12 Mages in the colony there were 6 of the circle of fire, and 6 of the circle of water. The fire mages thought it important that theKing should win the war. And so took it upon themselves to control the situation in the old camp. The water mages thought it more important to find out what went wrong with the barrier and to find a way to breech the magical walls surrounding them. They decided to go to the new camp to control the ore from the free mine and were certain it would lead them to freedom. And just another convict is thrown into the Barrier.....

PIRANHA-BYTES

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visit our website at http://www.xicat.com where the majority of common problems and solutions will be displayed.

When you contact our support line, please try to have information about your PC configuration available, together with a detailed description of the problem you are experiencing. If at all possible, try to be seated in front of your computer. Our representatives will endeavor to structure their instructions according to your level of PC competency, but it may not be possible to avoid technical jargon. Always have a pen and paper ready to take down their instructions.

Xicat interactive Customer Support is available from 9:30 a.m. - 5:00 p.m. (EST) M-F with the exception of national holidays. The number is (954) 522-3900. x204

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